

LEGO Rock Raiders

PC-CDROM Demo V.0.1

QA: David Allen

Current state of demo:

2x Tutorial Levels
3x In-Game Levels

BUG: 1

CLASS: C

REPRODUCTION RATE: 5/5

DESCRIPTION:

The text ‘Good Luck, Rock Raider,’ should read ‘Good Luck Rock Raider,’ There should be no comma in the text.

DDI TESTED:

This is true, but you will find this is happens in the full version!
Should this be changed?

BUG: 2

CLASS: A

REPRODUCTION RATE: 5/5

DESCRIPTION:

If Tutorial 3 is re-started the game will crash out to the desktop.

DDI TESTED:

Theirs no tutorial 3!
Lego means level ice spy and this is true!
The problem is the game is trying to play the AVI when restarting the level!

BUG: 3

CLASS: C

REPRODUCTION RATE: 5/5

DESCRIPTION:

The Chief only has half of a moustache in the briefing screens.

DDI TESTED:

This bug was so hard to reproduce, where in the hell did they get 5 out of 5!
This happened about 1 out of 10 times!

You have to keep loading the level in and out, and may be some restarting here and there to reproduce.

BUG: 4

CLASS: A

REPRODUCTION RATE: 3/5

DESCRIPTION:

After playing Level 3 for 30 minutes the game crashed out to the desktop. This happened after discovering the cavern with the Ice Monsters and Bats in.

DDI TESTED:

We no about this, there seems to be a problem with the bats or rock monsters, there could be a animation missing, we will have to debug!

BUG: 5

CLASS: A

REPRODUCTION RATE: 5/5

DESCRIPTION:

The user is able to install the game to a drive containing removable media e.g. a Floppy Drive or Zip/Jazz Drive. This cannot be allowed and the user MUST install to a permanent Hard Drive in the PC system.

DDI TESTED:

What should we do?

BUG: 6

CLASS: B

REPRODUCTION RATE: 3/5

DESCRIPTION:

If the game is run and the user then exits and starts the game again, the Credits option on the Front End sometimes fails to function.

DDI TESTED:

This has not happen to me! I have spent 45.mins trying to get this to happen!
How many machines have they tried this on?

BUG: 7

CLASS: B

REPRODUCTION RATE: 5/5

DESCRIPTION:

The Save Function should be enabled allowing the user to save the Demo at the Level Complete/Reward Screen.

DDI TESTED:

This had to be removed! The crash bugs where coming out of seams!

This could take along time to fix, if Lego want this back!

BUG: 8**CLASS: B****REPRODUCTION RATE: 5/5****DESCRIPTION:**

The player cannot select The Granite-Grinder even though the icon for it is available in the Large Vehicles menu.

DDI TESTED:

The vehicle is checking with the dependencies for a super teleporter!

Problem is the player can't build a super teleporter!

BUG: 9**CLASS: C****REPRODUCTION RATE: 5/5****DESCRIPTION:**

The Wall/Floor Textures are at incorrect heights/depths. A good example of this is on the 'Ice Spy' level.

DDI TESTED:

The level was design like this, you will find this is in the full version!

Should we fix this?

BUG: 10**CLASS: C****REPRODUCTION RATE: 3/5****DESCRIPTION:**

Audible 'clicks' are heard at random times during the game

DDI TESTED:

Karl had to compress the WAVS, if Lego want these change back they will be looking at a 60.MB down load demo

